IEEE Xplore RELEASE 2.1

Welcome United States Patent and Trademark Office

Search Session History

BROWSE   SEARCH   IEEE XPLORE GUIDE   SUPPORT

Edit an existing query or compose a new query in the Search Query Display.

Wed, 9 Nov 2005, 1:40:21 PM EST

Search Query Display

Select a search number (#) to:

- Add a query to the Search Query Display
- Combine search queries using AND, OR, or NOT
- Delete a search
- Run a search

Recent Search Queries

		Results
#1	((fujisaki and simulation and limb? and wrinkle?)<in>metadata)	0
#2	simulat* and limb? and wrinkle?	8
#3	simulat* and limb? and wrinkle?	8
#4	simulat* and limb? and wrinkle?	8
#5	simulat* and limb? and wrinkle?	8
#6	simulat* and wrinkle?<paragraph>joint and limb	3

Help   Contact Us   Privacy & Security   IEEE.org

Indexed by
Inspec

IEEE Xplore

Search Results

BROWSE　　　SEARCH　　　IEEE XPLORE GUIDE　　　SUPPORT

Results for **"simulat* and limb? and wrinkle?"**
Your search matched **8** of **1255513** documents.
A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

✉ e-mail 🖶 printer friendly

» Search Options

View Session History

New Search

Modify Search

simulat* and limb? and wrinkle?　　　　　　　　🔊

☐ Check to search only within this results set

Display Format:　◉ Citation　○ Citation & Abstract

» Key

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Select　Article Information

☐ 1. **Back cover**
Antennas and Propagation, IEEE Transactions on [legacy, pre - 1988]
Volume 11, Issue 5, Sep 1963 Page(s):0 - 0

AbstractPlus | Full Text: PDF(3368 KB)　IEEE JNL

☐ 2. **Real-time animation of realistic virtual humans**
Kalra, P.; Magnenat-Thalmann, N.; Moccozet, L.; Sannier, G.; Aubel, A.; Thalmann, D.;
Computer Graphics and Applications, IEEE
Volume 18, Issue 5, Sept.-Oct. 1998 Page(s):42 - 56
Digital Object Identifier 10.1109/38.708560

AbstractPlus | References | Full Text: PDF(2696 KB)　IEEE JNL

☐ 3. **Temporal subtraction of thorax CR images using a statistical deformation model**
Loeckx, D.; Maes, F.; Vandermeulen, D.; Suetens, P.;
Medical Imaging, IEEE Transactions on
Volume 22, Issue 11, Nov. 2003 Page(s):1490 - 1504
Digital Object Identifier 10.1109/TMI.2003.819291

AbstractPlus | References | Full Text: PDF(4872 KB)　IEEE JNL

☐ 4. **Creating and simulating skeletal muscle from the visible human data set**
Teran, J.; Sifakis, E.; Blemker, S.S.; Ng-Thow-Hing, V.; Lau, C.; Fedkiw, R.;
Visualization and Computer Graphics, IEEE Transactions on
Volume 11, Issue 3, May-Jun 2005 Page(s):317 - 328
Digital Object Identifier 10.1109/TVCG.2005.42

AbstractPlus | Full Text: PDF(1232 KB)　IEEE JNL

☐ 5. **A data-driven approach for real-time clothes simulation**
Cordier, F.; Magnenat-Thalmann, N.;
Computer Graphics and Applications, 2004. PG 2004. Proceedings. 12th Pacific Conference on
6-8 Oct. 2004 Page(s):257 - 266
Digital Object Identifier 10.1109/PCCGA.2004.1348356

AbstractPlus | Full Text: PDF(799 KB)　IEEE CNF

☐ 6.
Modeling of bodies and clothes for virtual environments
Magnenat-Thalmann, N.; Cordier, F.; Seo, H.; Papagianakis, G.;
Cyberworlds, 2004 International Conference on
18-20 Nov. 2004 Page(s):201 - 208

Digital Object Identifier 10.1109/CW.2004.47

AbstractPlus | Full Text: PDF(608 KB)   IEEE CNF

7. **Avenues of research in dynamic clothing**
Magnenat-Thalmann, N.; Volino, P.; Cordier, F.;
Computer Animation, 2002. Proceedings of
19-21 June 2002 Page(s):193 - 202
Digital Object Identifier 10.1109/CA.2002.1017537

AbstractPlus | Full Text: PDF(598 KB)   IEEE CNF

8. **Human-machine performance configuration for multidimensional and multi-modal interaction in virtual environments**
Insook Choi; Bargar, R.;
Human Interaction with Complex Systems, 1998. Proceedings., Fourth Annual Symposium on
22-25 March 1998 Page(s):99 - 111
Digital Object Identifier 10.1109/HUICS.1998.659962

AbstractPlus | Full Text: PDF(548 KB)   IEEE CNF

Help   Contact Us   Privacy & Security   IEEE.org

Indexed by
Inspec

IEEE Xplore

Welcome United States Patent and Trademark Office

Search Results

BROWSE   SEARCH   IEEE XPLORE GUIDE   SUPPORT

Results for **"simulat* and wrinkle?<paragraph>joint and limb"**

☑ e-mail 🖶 printer friendly

Your search matched **3** of **1255513** documents.

A maximum of **100** results are displayed, **25** to a page, sorted by **Relevance** in **Descending** order.

» Search Options

View Session History

New Search

Modify Search

| simulat* and wrinkle?<paragraph>joint and limb | ⟫ |

☐ Check to search only within this results set

» Key

Display Format: ◉ Citation   ○ Citation & Abstract

IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

Select   Article Information

☐ 1. **Real-time animation of realistic virtual humans**
Kalra, P.; Magnenat-Thalmann, N.; Moccozet, L.; Sannier, G.; Aubel, A.; Thalmann, D.;
Computer Graphics and Applications, IEEE
Volume 18, Issue 5, Sept.-Oct. 1998 Page(s):42 - 56
Digital Object Identifier 10.1109/38.708560

AbstractPlus | References | Full Text: PDF(2696 KB)   IEEE JNL

☐ 2. **Modeling of bodies and clothes for virtual environments**
Magnenat-Thalmann, N.; Cordier, F.; Seo, H.; Papagianakis, G.;
Cyberworlds, 2004 International Conference on
18-20 Nov. 2004 Page(s):201 - 208
Digital Object Identifier 10.1109/CW.2004.47

AbstractPlus | Full Text: PDF(608 KB)   IEEE CNF

☐ 3. **A data-driven approach for real-time clothes simulation**
Cordier, F.; Magnenat-Thalmann, N.;
Computer Graphics and Applications, 2004. PG 2004. Proceedings. 12th Pacific Conference on
6-8 Oct. 2004 Page(s):257 - 266
Digital Object Identifier 10.1109/PCCGA.2004.1348356

AbstractPlus | Full Text: PDF(799 KB)   IEEE CNF

Help   Contact Us   Privacy & Security   IEEE.org

Indexed by
Inspec

Dial g DataStar

options | logoff | feedback | help

UNITED STATES PATENT AND TRADEMARK OFFICE
An Agency of the United States Department of Commerce

sira
Search and Information Resources Administration

Advanced Search:

INSPEC - 1969 to date (INZZ)

limit

Search history:

No.	Database	Search term	Info added since	Results	
1	INZZ	simulation AND limb$ AND joint$ AND wrinkle$	unrestricted	0	-
2	INZZ	simulat$ AND limb$1 AND joint$1 AND wrinkle$1	unrestricted	0	-
3	INZZ	wrinkle$1 AND limb$1 AND joint$1	unrestricted	0	-

hide | delete all search steps... | delete individual search steps...

Enter your search term(s): Search tips ☐ Thesaurus mapping

[   ] [whole document ▼] ⊘

Information added since: [   ] or: [none ▼]
(YYYYMMDD)

search

Select special search terms from the following list(s):
⊙ Publication year
⊙ Classification codes A: Physics, 0-1
⊙ Classification codes A: Physics, 2-3
⊙ Classification codes A: Physics, 4-5
⊙ Classification codes A: Physics, 6
⊙ Classification codes A: Physics, 7
⊙ Classification codes A: Physics, 8
⊙ Classification codes A: Physics, 9
⊙ Classification codes B: Electrical & Electronics, 0-5
⊙ Classification codes B: Electrical & Electronics, 6-9
⊙ Classification codes C: Computer & Control
⊙ Classification codes D: Information Technology
⊙ Classification codes E: Manufacturing & Production

P⊛RTAL
USPTO

Search: ⦿ The ACM Digital Library   ○ The Guide

simulation and limb and joint and wrinkle and image

THE ACM DIGITAL LIBRARY

✱ Feedback Report a problem Satisfaction survey

Terms used
simulation and **limb** and **joint** and **wrinkle** and **image**

Found 22,748 of 166,357

Sort results by   [relevance ▾]

Display results   [expanded form ▾]

◈ Save results to a Binder
? Search Tips
☐ Open results in a new window

Try an Advanced Search
Try this search in The ACM Guide

Results 1 - 20 of 200   Result page: **1** 2 3 4 5 6 7 8 9 10   next
Best 200 shown   Relevance scale ☐ ▱ ▰ ▰ ▰

1 Computational geometry and animation: Dynamic skinning: adding real-time dynamic effects to an existing character animation
Caroline Larboulette, Marie-Paule Cani, Bruno Arnaldi
May 2005 **Proceedings of the 21st spring conference on Computer graphics SCCG '05**
Publisher: ACM Press
Full text available: 📄 pdf(472.61 KB)   Additional Information: full citation, abstract, references, index terms

> This paper proposes a simple and efficient technique to enhance classical animations of characters by adding a dynamic response of the skin to the movement of the underlying skeleton. The dynamic effects are locally added to the shape obtained through the standard *skinning* by specifying flesh elements. Our solution relies on a new second skinning operation that blends the current flesh volume computed through smooth skinning with its position in a *dynamic frame* attached to the skel ...

> **Keywords:** dynamics, real-time, skinning

2 Animating facial expressions
Stephen M. Platt, Norman I. Badler
August 1981 **ACM SIGGRAPH Computer Graphics , Proceedings of the 8th annual conference on Computer graphics and interactive techniques SIGGRAPH '81**, Volume 15 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(705.33 KB)   Additional Information: full citation, abstract, references, citings, index terms

> Recognition and simulation of actions performable on rigidly-jointed actors such as human bodies have been the subject of our research for some time. One part of an ongoing effort towards a total human movement simulator is to develop a system to perform the actions of American Sign Language (ASL). However, one of the "channels" of ASL communication, the face, presents problems which are not well handled by a rigid model. An integrated system for an internal represent ...

3 Modeling and animating hands & bodies: Construction and animation of anatomically based human hand models
Irene Albrecht, Jörg Haber, Hans-Peter Seidel
July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on**

Computer animation SCA '03
Publisher: Eurographics Association

Full text available: 📄 .pdf(7.55 MB)   Additional Information: full citation, abstract, references, citings, index terms

The human hand is a masterpiece of mechanical complexity, able to perform fine motor manipulations and powerful work alike. Designing an animatable human hand model that features the abilities of the archetype created by Nature requires a great deal of anatomical detail to be modeled. In this paper, we present a human hand model with underlying anatomical structure. Animation of the hand model is controlled by muscle contraction values. We employ a physically based hybrid muscle model to convert ...

4   Algorithmic issues in modeling motion

Pankaj K. Agarwal, Leonidas J. Guibas, Herbert Edelsbrunner, Jeff Erickson, Michael Isard, Sariel Har-Peled, John Hershberger, Christian Jensen, Lydia Kavraki, Patrice Koehl, Ming Lin, Dinesh Manocha, Dimitris Metaxas, Brian Mirtich, David Mount, S. Muthukrishnan, Dinesh Pai, Elisha Sacks, Jack Snoeyink, Subhash Suri, Ouri Wolefson
December 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 4

Publisher: ACM Press

Full text available: 📄 pdf(205.25 KB)   Additional Information: full citation, abstract, references, citings, index terms

This article is a survey of research areas in which motion plays a pivotal role. The aim of the article is to review current approaches to modeling motion together with related data structures and algorithms, and to summarize the challenges that lie ahead in producing a more unified theory of motion representation that would be useful across several disciplines.

Keywords: Computational geometry, computer vision, mobile networks, modeling, molecular biology, motion modeling, physical simulation, robotoics, spatio-temporal databases

5   Drawing and animation using skeletal strokes

Siu Chi Hsu, Irene H. H. Lee
July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press

Full text available: 📄 pdf(2.14 MB) 📄 Additional Information: full citation, abstract, references, citings, index ps(4.06 MB)   terms

The use of skeletal strokes is a new vector graphics realization of the brush and stroke metaphor using arbitrary pictures as "ink". It is based on an idealized 2D deformation model defined by an arbitrary path. Its expressiveness as a general brush stroke replacement and efficiency for interactive use make it suitable as a basic drawing primitive in drawing programs as well as windowing and page description systems. This paper presents our drawing and animation ...

6   Deformable models: Robust quasistatic finite elements and flesh simulation

Joseph Teran, Eftychios Sifakis, Geoffrey Irving, Ronald Fedkiw
July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**

Publisher: ACM Press

Full text available: 📄 pdf(1.17 MB)   Additional Information: full citation, abstract, references, index terms

Quasistatic and implicit time integration schemes are typically employed to alleviate the stringent time step restrictions imposed by their explicit counterparts. However, both quasistatic and implicit methods are subject to hidden time step restrictions associated

with both the prevention of element inversion and the effects of discontinuous contact forces. Furthermore, although fast iterative solvers typically require a symmetric positive definite global stiffness matrix, a number of factors c ...

7 Simulation, motion capture, editing: Modeling tension and relaxation for computer animation
Michael Neff, Eugene Fiume
July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation**
Publisher: ACM Press

Full text available: pdf(3.44 MB)   Additional Information: full citation, abstract, references, citings, index terms

The use of tension and relaxation in the muscles of real creatures gives rise to nuanced motion that conveys emotion or intent. Artists have long exploited knowledge of this in traditional animation and other areas, but it has been both overlooked and difficult to achieve in physically based animation. The robotically stiff motion that has come to typify physically based approaches belies the fact that dynamics has much to offer in facilitating far more subtle motion in which animators could fre ...

Keywords: animation, human body simulation, physically based animation

8 Entertaining the future exploring the "core incompetence" for solutions
Mike Milne
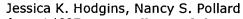August 1997 **ACM SIGGRAPH Computer Graphics**, Volume 31 Issue 3
Publisher: ACM Press
Full text available: pdf(267.44 KB)   Additional Information: full citation, index terms
html(21.56 KB)

9 Adapting simulated behaviors for new characters
Jessica K. Hodgins, Nancy S. Pollard
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(310.16 KB)   Additional Information: full citation, references, citings, index terms

Keywords: dynamic simulation, human motion, motion control, simulated annealing

10 Simulation, motion capture, editing: Motion capture-driven simulations that hit and react
Victor Brian Zordan, Jessica K. Hodgins
July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation**
Publisher: ACM Press

Full text available: pdf(6.90 MB)   Additional Information: full citation, abstract, references, citings, index terms

Controllable, reactive human motion is essential in many video games and training environments. Characters in these applications often perform tasks based on modified motion data, but response to unpredicted events is also important in order to maintain realism. We approach the problem of motion synthesis for interactive, humanlike

characters by combining dynamic simulation and human motion capture data. Our control systems use trajectory tracking to follow motion capture data and a balance cont ...

Keywords: computer games, motion capture and human body simulation, physically based animation, virtual environments

11 Video based human animation technique

Xiaoming Liu, Yueting Zhuang, Yunhe Pan
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**
Publisher: ACM Press
Full text available: pdf(1.62 MB)   Additional Information: full citation, abstract, references, index terms

Human animation is a challenging domain in computer animation. To aim at many shortcomings in conventional techniques, this paper proposes a new video based human animation technique. Given a clip of video, firstly human joints are tracked with the support of Kalman filter and morph-block based match in the image sequence. Then corresponding sequence of three-dimension (3D) human motion skeleton is constructed under the perspective projection using camera calibration and human anatomy knowl ...

Keywords: camera calibration, feature point, human animation, kalman filter, motion library, skeleton, video

12 Digital Representations of Human Movement

Norman I. Badler, Stephen W. Smoliar
January 1979 **ACM Computing Surveys (CSUR)**, Volume 11 Issue 1
Publisher: ACM Press
Full text available: pdf(2.10 MB)   Additional Information: full citation, references, citings, index terms

13 Anatomically based modeling

Jane Wilhelms, Allen Van Gelder
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(2.61 MB)   Additional Information: full citation, references, citings, index terms

Keywords: anatomically-based modeling, human and animal modeling

14 Reality-based animation: Modeling deformable human hands from medical images

Tsuneya Kurihara, Natsuki Miyata
August 2004 **Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on Computer animation**
Publisher: ACM Press
Full text available: pdf(4.63 MB)   Additional Information: full citation, abstract, references, index terms

This paper presents a new method for constructing an example-based deformable human hand model from medical images. Realistic animation of human hands requires good estimates of the joint structure and properly weighted skeleton-driven surface deformation. For this purpose, we propose a method based on medical images of hands in several poses. Our method consists of the following 3 steps: First, using the measured

bone shapes, we estimate the link structure (joint rotation centers) and the jo ...

15 Research directions in virtual environments: report of an NSF Invitational Workshop, March 23-24, 1992, University of North Carolina at Chapel Hill
Gary Bishop, Henry Fuchs
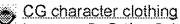August 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 3
Publisher: ACM Press
Full text available: pdf(2.33 MB)   Additional Information: full citation, citings, index terms

16 Interfaces and interactive techniques for animation: An art-directed wrinkle system for CG character clothing
Lawrence D. Cutler, Reid Gershbein, Xiaohuan Corina Wang, Cassidy Curtis, Erwan Maigret, Luca Prasso, Peter Farson
July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**
Publisher: ACM Press
Full text available: pdf(384.17 KB)   Additional Information: full citation, abstract, references, index terms

We present a kinematic system for creating art-directed wrinkles on costumes for CG characters. This system employs a curve-based method for creating wrinkles on reference poses, which are incorporated into a weighted matching algorithm that generates wrinkle deformations on an animated character. The wrinkle creation tool is intuitive to use and accommodates art direction. The user can easily transfer wrinkle patterns to different characters, costumes, and body types. The algorithm for evaluati ...

17 Animating human athletics
Jessica K. Hodgins, Wayne L. Wooten, David C. Brogan, James F. O'Brien
September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(412.08 KB)   Additional Information: full citation, references, citings, index terms

Keywords: computer animation, dynamic simulation, human motion, motion control, physically realistic modeling

18 Motion patterns: Breathe easy: model and control of simulated respiration for animation
Victor Brian Zordan, Bhrigu Celly, Bill Chiu, Paul C. DiLorenzo
August 2004 **Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on Computer animation**
Publisher: ACM Press
Full text available: pdf(397.44 KB)   Additional Information: full citation, abstract, references, index terms

Animation of the breath has been largely ignored by the graphics community, even though it is a signature movement of the human body and an indicator for lifelike motion. In this paper, we present an anatomically inspired, physically based model of the human torso for the visual simulation of respiration using a mixed system of rigid and deformable parts. This novel composition of anatomical components is necessary to capture the key characteristics of breathing motion visible in the human tr ...

19 Session 1: bodies: A general joint component framework for realistic articulation in

human characters
Wei Shao, Victor Ng-Thow-Hing
April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics**
Publisher: ACM Press
Full text available: pdf(3.58 MB)   Additional Information: full citation, abstract, references, index terms
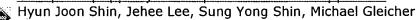
We present a general joint component framework model that is capable of exhibiting complex behavior of joints in articulated figures. The joints are capable of handling non-orthogonal, non-intersecting axes of rotation and changing joint centers that are often found in the kinematics of real anatomical joints. The adjustment of joint articulation is done with a relatively small set of intuitive parameters compared to the number of articulations in the motions they parameterize. This is done by m ...

Keywords: articulated figure, biomechanical joint, human modelling, joint modelling

20 Computer puppetry: An importance-based approach
Hyun Joon Shin, Jehee Lee, Sung Yong Shin, Michael Gleicher
April 2001 **ACM Transactions on Graphics (TOG)**, Volume 20 Issue 2
Publisher: ACM Press
Full text available: pdf(1.04 MB)   Additional Information: full citation, abstract, references, citings, index terms

Computer puppetry maps the movements of a performer to an animated character in real-time. In this article, we provide a comprehensive solution to the problem of transferring the observations of the motion capture sensors to an animated character whose size and proportion may be different from the performer's. Our goal is to map as many of the *important* aspects of the motion to the target character as possible, while meeting the online, real-time demands of computer puppetry. We adopt a K ...

Keywords: Human-figure animation, motion retargetting, performance-based animation, real-time animation

Results 1 - 20 of 200   Result page: **1** 2 3 4 5 6 7 8 9 10   next

SCIENCE $\overset{\partial}{}$ DIRECT

Home | **Search** | **Journals** | **Books** | **Abstract Databases** | **My Profile** | **Alerts**   ⑦ **Help**

Quick Search: [   ] within [All Full-text Sources ▾] [Go] ⑦ Search Tips

results **1 - 9**

9 Articles Found

pub-date > 1994 and simulation and limb and joint and wrinkle

Edit Search | Save Search | Save as Search Alert   [   ] [Search Within Results]

Article List | Partial Abstracts | Full Abstracts

↲ [display checked docs] [✉ e-mail articles] [➡ export citations]   Sort By: [Date ▾] [Go]

1. ☐ **The Glossary of Prosthodontic Terms** • MISCELLANEOUS
   The Journal of Prosthetic Dentistry, Volume 94, Issue 1, July 2005, Pages 10-92

2. ☐ **Tetrahedral and hexahedral invertible finite elements** • ARTICLE
   Graphical Models, In Press, Corrected Proof, Available online 13 June 2005,
   G. Irving, J. Teran and R. Fedkiw
   Abstract

3. ☐ **Unified failure analysis for tubular hydroforming** • ARTICLE
   Journal of Materials Processing Technology, Volume 149, Issues 1-3, 10 June 2004, Pages 217-225
   M. Brunet, S. Boumaiza and G. Nefussi
   Abstract

4. ☐ **Unified failure analysis for tubular hydroforming** • ARTICLE
   Journal of Materials Processing Technology, Volume 148, Issue 2, 15 May 2004, Pages 269-277
   M. Brunet, S. Boumaiza and G. Nefussi
   Abstract

5. ☐ **Reflections on the Looking Glass: A Review of Research on Feedback-Seeking Behavior in Organizations** • ARTICLE
   Journal of Management, Volume 29, Issue 6, December 2003, Pages 773-799
   Susan J. AshfordRuth BlattDon VandeWalle
   Abstract

6. ☐ **Video analysis of human dynamics—a survey** • ARTICLE
   Real-Time Imaging, Volume 9, Issue 5, October 2003, Pages 321-346
   Jessica JunLin Wang and Sameer Singh
   SummaryPlus | Full Text + Links | PDF (837 K)

7. ☐ **Image Analysis and Computer Vision: 1999** • ARTICLE
   Computer Vision and Image Understanding, Volume 78, Issue 2, May 2000, Pages 222-302
   Azriel Rosenfeld
   Abstract

8. ☐ **Biomechanics of the multisclerite middle coxa in flies (Diptera)** • ARTICLE
   Arthropod Structure & Development, Volume 29, Issue 2, April 2000, Pages 147-161
   Leonid Frantsevich
   Abstract

---

9. ☐ **Computer animation: from avatars to unrestricted autonomous actors (A survey on replication and modelling mechanisms)** • SHORT SURVEY
   Computers & Graphics, Volume 24, Issue 2, April 2000, Pages 297-311
   Alfredo Pina, Eva Cerezo and Francisco J. Serón
   Abstract

9 Articles Found

pub-date > 1994 and simulation and limb and joint and wrinkle

Edit Search | Save Search | Save as Search Alert

results **1 - 9**

Home   Search   Journals   Books   Abstract Databases   My Profile   Alerts   ⃟ Help

Contact Us | Terms & Conditions | Privacy Policy

WEST Search History

DATE: Wednesday, November 09, 2005

Hide?	Set Name	Query	Hit Count
		DB=PGPB,USPT; THES=ASSIGNEE; PLUR=YES; OP=ADJ	
☐	L12	L10 and (wrinkle? same joint?)	5
☐	L11	L10 and (wrinkle? same limb?)	3
☐	L10	L9 and joint?	62
☐	L9	human$ and wrinkle? and limb?	148
☐	L8	limb? and (joint? same wrinkle?)	7
☐	L7	L4 and (wrinkle same joint)	2
☐	L6	L4 and (limb same joint? same wrinkle?)	0
☐	L5	L4 and (wrinkle? near joint?)	0
☐	L4	simulat$ and limb? and joint? and wrinkle?	29
☐	L3	fujisaki.in. and limb	2
☐	L2	fujisaki.in. and wrinkle	3
☐	L1	fujisaki.in. and limb? and wrinkle?	0

END OF SEARCH HISTORY

Hit List

Search Results - Record(s) 1 through 3 of 3 returned.

1. Document ID: US 6337566 B1

Using default format because multiple data bases are involved.

L2: Entry 1 of 3   File: USPT   Jan 8, 2002

US-PAT-NO: 6337566
DOCUMENT-IDENTIFIER: US 6337566 B1

TITLE: Continuous casting apparatus using a molten metal level gauge

DATE-ISSUED: January 8, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Fujisaki; Keisuke	Futtsu			JP
Wajima; Kiyoshi	Futtsu			JP
Matsuda; Hideki	Futtsu			JP
Tani; Masahiro	Futtsu			JP

US-CL-CURRENT: 324/207.17; 164/450.5, 73/290R

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw Desc | Image

2. Document ID: US 6106688 A

L2: Entry 2 of 3   File: USPT   Aug 22, 2000

US-PAT-NO: 6106688
DOCUMENT-IDENTIFIER: US 6106688 A
** See image for **Certificate of Correction** **

TITLE: Method for manufacturing a suspension element for a magnetic head

DATE-ISSUED: August 22, 2000

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Miyazaki; Yukio	Kawasaki			JP
Suzuki; Hitoshi	Kawasaki			JP
Fujisaki; Hidehiko	Kawasaki			JP
Nakamura; Koji	Kawasaki			JP
Yamashita; Mitsuo	Kawasaki			JP
Nakajyoh; Masami	Kawasaki			JP

Takada; Masashi   Kawasaki   JP

US-CL-CURRENT: <u>205</u>/<u>129</u>; <u>205</u>/<u>152</u>

| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image |

☐ 3.   Document ID: US 4473527 A

L2: Entry 3 of 3   File: USPT   Sep 25, 1984

US-PAT-NO: 4473527
DOCUMENT-IDENTIFIER: US 4473527 A

TITLE: Method and apparatus for forming inflation film

DATE-ISSUED: September 25, 1984

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
<u>Fujisaki</u>; Takumi	Yamaguchi			JP
Ozaki; Toshiro	Yamaguchi			JP
Adachi; Tadao	Showa			JP

US-CL-CURRENT: <u>264</u>/<u>566</u>; <u>264</u>/<u>569</u>, <u>425</u>/<u>326.1</u>, <u>425</u>/<u>72.1</u>

| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image |

| Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS |

Term	Documents
FUJISAKI	1740
FUJISAKIS	0
WRINKLE	12716
WRINKLES	20417
((FUJISAKI.IN.) AND WRINKLE).PGPB,USPT.	3
(FUJISAKI.IN. AND WRINKLE).PGPB,USPT.	3

Display Format: |- | Change Format

Previous Page   Next Page   Go to Doc#

Hit List

Search Results - Record(s) 1 through 2 of 2 returned.

☐ 1. Document ID: US 20040028728 A1

Using default format because multiple data bases are involved.

L3: Entry 1 of 2   File: PGPB   Feb 12, 2004

PGPUB-DOCUMENT-NUMBER: 20040028728
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040028728 A1

TITLE: Liposome preparations

PUBLICATION-DATE: February 12, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Fujisaki, Jiro	Kyoto-shi		JP
Konno, Hajime	Takatsuki-shi		JP
Kasai, Akihiro	Ikoma-shi		JP
Ohtomo, Kazumi	Ibaraki-shi		JP

US-CL-CURRENT: 424/450; 514/291

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 2. Document ID: US 3594874 A

L3: Entry 2 of 2   File: USPT   Jul 27, 1971

US-PAT-NO: 3594874
DOCUMENT-IDENTIFIER: US 3594874 A

TITLE: SLIDE FASTENER

DATE-ISSUED: July 27, 1971

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Fujisaki; Yoshinori	Kurobe-shi			JA

US-CL-CURRENT: 24/394; 24/395, 24/396

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw Desc | Image

Hit List

Search Results - Record(s) 1 through 2 of 2 returned.

☐ 1. Document ID: US 20010041910 A1

Using default format because multiple data bases are involved.

L7: Entry 1 of 2   File: PGPB   Nov 15, 2001

PGPUB-DOCUMENT-NUMBER: 20010041910
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20010041910 A1

TITLE: Matching limb protection sleeve for tourniquet cuff

PUBLICATION-DATE: November 15, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
McEwen, James Allen	Richmond		CA

US-CL-CURRENT: 606/201

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

---

☐ 2. Document ID: US 6361548 B1

L7: Entry 2 of 2   File: USPT   Mar 26, 2002

US-PAT-NO: 6361548
DOCUMENT-IDENTIFIER: US 6361548 B1

TITLE: Limb protection sleeve for matching tourniquet cuff

DATE-ISSUED: March 26, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
McEwen; James Allen	Richmond, B.C.			CA

US-CL-CURRENT: 606/201; 606/202

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw Desc | Image

Hit List

Search Results - Record(s) 1 through 7 of 7 returned.

☐ 1. Document ID: US 20040013652 A1

Using default format because multiple data bases are involved.

L8: Entry 1 of 7   File: PGPB   Jan 22, 2004

PGPUB-DOCUMENT-NUMBER: 20040013652
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040013652 A1

TITLE: Treatments with autologous fibroblast

PUBLICATION-DATE: January 22, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Marko, Olga	Houston	TX	US
Boss, William K. JR.	Essex Fells	NJ	US

US-CL-CURRENT: 424/93.7; 514/54, 514/8

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

---

☐ 2. Document ID: US 20020002022 A1

L8: Entry 2 of 7   File: PGPB   Jan 3, 2002

PGPUB-DOCUMENT-NUMBER: 20020002022
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020002022 A1

TITLE: Support system and flexible integument for dolls

PUBLICATION-DATE: January 3, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Wilcox, Reed N.	Littleton	CO	US
George, Richard L.	Englewood	CO	US
Thiess, W. Kenn	Aurora	CO	US
Anderson, Lane	Englewood	CO	US

US-CL-CURRENT: 446/371

`| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image |`

☐ 3. Document ID: US 6514540 B1

L8: Entry 3 of 7   File: USPT   Feb 4, 2003

US-PAT-NO: 6514540
DOCUMENT-IDENTIFIER: US 6514540 B1

TITLE: Therapeutic composition including plantain and aloe vera for treatment of arthritis and other afflictions

DATE-ISSUED: February 4, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Sobczak; Nancy Laning	Milwaukee	WI	53212	

US-CL-CURRENT: 424/738; 424/725, 424/744, 424/774, 514/825

`| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image |`

☐ 4. Document ID: US 6309675 B1

L8: Entry 4 of 7   File: USPT   Oct 30, 2001

US-PAT-NO: 6309675
DOCUMENT-IDENTIFIER: US 6309675 B1

TITLE: Therapeutic composition including plantain and aloe vera for treatment of arthritis and other afflictions

DATE-ISSUED: October 30, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Sobczak; Nancy Laning	Racine	WI	53403	

US-CL-CURRENT: 424/738; 424/744, 514/825, 514/861, 514/862, 514/863, 514/864, 514/865, 514/886

`| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image |`

☐ 5. Document ID: US 6074270 A

L8: Entry 5 of 7   File: USPT   Jun 13, 2000

US-PAT-NO: 6074270
DOCUMENT-IDENTIFIER: US 6074270 A

TITLE: Support system and flexible integument for dolls

DATE-ISSUED: June 13, 2000

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Wilcox; Reed N.	Littleton	CO		
George; Richard L.	Englewood	CO		
Thiess; W. Kenn	Aurora	CO		
Anderson; Lane	Englewood	CO		

US-CL-CURRENT: <u>446</u>/<u>370</u>; <u>446</u>/<u>383</u>

| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image |

☐ 6. Document ID: US 4479495 A

L8: Entry 6 of 7   File: USPT   Oct 30, 1984

US-PAT-NO: 4479495
DOCUMENT-IDENTIFIER: US 4479495 A

TITLE: Acupressure point stimulator device

DATE-ISSUED: October 30, 1984

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Isaacson; Gary S.	San Francisco	CA	94117	

US-CL-CURRENT: <u>606</u>/<u>204</u>; <u>D24</u>/<u>211</u>

| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image |

☐ 7. Document ID: US 3769730 A

L8: Entry 7 of 7   File: USPT   Nov 6, 1973

US-PAT-NO: 3769730
DOCUMENT-IDENTIFIER: US 3769730 A

TITLE: PAINTING FASTENER

DATE-ISSUED: November 6, 1973

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Dole; John S.	Byram	CT	10573	

US-CL-CURRENT: <u>40</u>/<u>732</u>; <u>40</u>/<u>790</u>

Hit List

Search Results - Record(s) 1 through 3 of 3 returned.

☐ 1. Document ID: US 20030087411 A1

Using default format because multiple data bases are involved.

```
L11: Entry 1 of 3                          File: PGPB                May 8, 2003


PGPUB-DOCUMENT-NUMBER: 20030087411
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20030087411 A1


TITLE: Death associated kinase containing ankyr in repeats (DAKAR) and methods of use


PUBLICATION-DATE: May 8, 2003


INVENTOR-INFORMATION:
NAME                          CITY                    STATE       COUNTRY
Bird, Timothy A.              Bainbridge Island       WA          US
Holland, Pamela M.            Seattle                 WA          US
Peschon, Jacques J.           Seattle                 WA          US
Virca, George D.              Bellevue                WA          US


US-CL-CURRENT: 435/194; 435/320.1, 435/325, 435/69.1, 536/23.2
```

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 2. Document ID: US 20020002022 A1

```
L11: Entry 2 of 3                          File: PGPB                Jan 3, 2002


PGPUB-DOCUMENT-NUMBER: 20020002022
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020002022 A1


TITLE: Support system and flexible integument for dolls


PUBLICATION-DATE: January 3, 2002


INVENTOR-INFORMATION:
NAME                          CITY                    STATE       COUNTRY
Wilcox, Reed N.               Littleton               CO          US
George, Richard L.            Englewood               CO          US
Thiess, W. Kenn               Aurora                  CO          US
Anderson, Lane                Englewood               CO          US
```

US-CL-CURRENT: 446/371

| Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image |

☐ 3.   Document ID: US 6074270 A

L11: Entry 3 of 3   File: USPT   Jun 13, 2000

US-PAT-NO: 6074270
DOCUMENT-IDENTIFIER: US 6074270 A

TITLE: Support system and flexible integument for dolls

DATE-ISSUED: June 13, 2000

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Wilcox; Reed N.	Littleton	CO		
George; Richard L.	Englewood	CO		
Thiess; W. Kenn	Aurora	CO		
Anderson; Lane	Englewood	CO		

US-CL-CURRENT: 446/370; 446/383

| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image |

| Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS |

Term	Documents
WRINKLE?	0
WRINKLED	7642
WRINKLER	18
WRINKLES	20417
WRINKLEY	1
WRINKLE]	2
LIMB?	0
LIMBA	15
LIMBE	4
LIMBH	1
LIMBI	2
(L10 AND (WRINKLE? SAME LIMB?)).PGPB,USPT.	3

There are more results than shown above. Click here to view the entire set.

Hit List

Generate Collection   Print   Fwd Refs   Bkwd Refs   Generate OACS

Search Results - Record(s) 1 through 5 of 5 returned.

☐ 1.   Document ID: US 20040013652 A1

Using default format because multiple data bases are involved.

L12: Entry 1 of 5   File: PGPB   Jan 22, 2004

PGPUB-DOCUMENT-NUMBER: 20040013652
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040013652 A1

TITLE: Treatments with autologous fibroblast

PUBLICATION-DATE: January 22, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Marko, Olga	Houston	TX	US
Boss, William K. JR.	Essex Fells	NJ	US

US-CL-CURRENT: 424/93.7; 514/54, 514/8

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

☐ 2.   Document ID: US 20020002022 A1

L12: Entry 2 of 5   File: PGPB   Jan 3, 2002

PGPUB-DOCUMENT-NUMBER: 20020002022
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020002022 A1

TITLE: Support system and flexible integument for dolls

PUBLICATION-DATE: January 3, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Wilcox, Reed N.	Littleton	CO	US
George, Richard L.	Englewood	CO	US
Thiess, W. Kenn	Aurora	CO	US
Anderson, Lane	Englewood	CO	US

US-CL-CURRENT: 446/371

Full | Title | Citation | Front | Review | Classification | Date | Reference | Sequences | Attachments | Claims | KWIC | Draw Desc | Image

---

☐ 3.   Document ID: US 6514540 B1

L12: Entry 3 of 5   File: USPT   Feb 4, 2003

US-PAT-NO: 6514540
DOCUMENT-IDENTIFIER: US 6514540 B1

TITLE: Therapeutic composition including plantain and aloe vera for treatment of arthritis and other afflictions

DATE-ISSUED: February 4, 2003

INVENTOR-INFORMATION:
NAME   CITY   STATE   ZIP CODE   COUNTRY
Sobczak; Nancy Laning   Milwaukee   WI   53212

US-CL-CURRENT: <u>424/738</u>; <u>424/725</u>, <u>424/744</u>, <u>424/774</u>, <u>514/825</u>

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw Desc | Image

---

☐ 4.   Document ID: US 6074270 A

L12: Entry 4 of 5   File: USPT   Jun 13, 2000

US-PAT-NO: 6074270
DOCUMENT-IDENTIFIER: US 6074270 A

TITLE: Support system and flexible integument for dolls

DATE-ISSUED: June 13, 2000

INVENTOR-INFORMATION:
NAME   CITY   STATE   ZIP CODE   COUNTRY
Wilcox; Reed N.   Littleton   CO
George; Richard L.   Englewood   CO
Thiess; W. Kenn   Aurora   CO
Anderson; Lane   Englewood   CO

US-CL-CURRENT: <u>446/370</u>; <u>446/383</u>

Full | Title | Citation | Front | Review | Classification | Date | Reference | Claims | KWIC | Draw Desc | Image

---

☐ 5.   Document ID: US 4479495 A

L12: Entry 5 of 5   File: USPT   Oct 30, 1984

US-PAT-NO: 4479495

DOCUMENT-IDENTIFIER: US 4479495 A

TITLE: Acupressure point stimulator device

DATE-ISSUED: October 30, 1984

INVENTOR-INFORMATION:
NAME   CITY   STATE   ZIP CODE   COUNTRY
Isaacson; Gary S.   San Francisco   CA   94117

US-CL-CURRENT: 606/204; D24/211

| Full | Title | Citation | Front | Review | Classification | Date | Reference | | | Claims | KWIC | Draw Desc | Image |

| Clear | Generate Collection | Print | Fwd Refs | Bkwd Refs | Generate OACS |

Term	Documents
WRINKLE?	0
WRINKLED	7642
WRINKLER	18
WRINKLES	20417
WRINKLEY	1
WRINKLE]	2
JOINT?	0
JOINTA	1
JOINTD	1
JOINTO	3
JOINTS	149037
(L10 AND (WRINKLE? SAME JOINT?)).PGPB,USPT.	5

There are more results than shown above. Click here to view the entire set.

Display Format: |- | Change Format

Previous Page   Next Page   Go to Doc#